# *LOADING INSTRUCTIONS:–*
## *See disc label.*

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**PLEASE READ THOROUGHLY BEFORE BEGINNING**

RAID is a multi-screen action game which requires different skills and provides new sequences as you progress through the game. As squadron commander of the U.S. Defence Space Station, you will lead your commandos on a virtual suicide mission. You will attempt to stop the nuclear attack. If your force is successful in knocking out the Soviet launch sites, you must go into the city of Moscow itself. Armed with only the weapons you can carry, your commandos launch an assault on the Soviet Defence Centre.

**Controls**
Raid requires the use of a joystick we (recommend AMSOFT JY1 or JY2). Or use the following control keys
Q = UP OR DIVE OR FORWARD THRUST
A = DOWN OR CLIMB
O = BANK OR ROTATE LEFT
P = BANK OR ROTATE RIGHT
SPACE BAR = FIRE BUTTON OR VERTICAL THRUST

**Level Selection**
After the game has finished loading, the title screen will be displayed. To select levels one, two or three, press the required number to highlight the selected level then press the fire button.

**PLAYING INSTRUCTIONS:–**

**Sequence 1 – SAC Headquarters**
The opening sequence is a world overview from Strategic Air Command Headquarters (SAC). This computer overview alerts U.S. commanders of any nuclear activity. When a Soviet launch has occured, the launch point will turn white on the screen. The computer then immediately identifies the launch site, the target, and time to impact. The Soviet Missiles will be identifiable on the screen as a small cluster of white dots heading toward the U.S. Space Station equipped with Stealth Fighter Aircraft. After a launch has been detected, you may enter the space station by pressing the space bar on the Amstrad keyboard, or pressing the fire button on the joystick.

## Sequence 2 – Defence Tactics

Once inside the space station, fighter pilots will begin to scramble their aircraft. Each pilot must take his plane out of the station. Because the aircraft is in a semi-weightless condition, control is handled by three thrusters and the main engine.

Pushing left or right on the joystick or keyboard will rotate the aircraft to the left or right, thus controlling the direction you are facing.

Pressing the fire button on the joystick or keyboard will fire the vertical thruster, which will raise the aircraft off the launch deck.

Pressing forward on the joystick or the up button on the keyboard will fire the main engine causing the aircraft to accelerate in the direction it is facing.

Since there are no brakes, once moving in a certain direction, the only way to slow your speed is to rotate (by turning left or right) until you are flying backwards and then fire the main engine.

Gravity is very slight and you will gradually begin to fall back to the deck unless you press the button occasionally to maintain your altitude. If you hit the launch deck too hard your craft will be destroyed.

Opening the hanger doors is accomplished by pulling back on the joystick or pressing the down key on the keyboard once your aircraft is off the hanger deck. The door will stay open only for a short period of time. Once outside the space station the screen will automatically revert back to allow you to guide another craft out of the hanger or you may choose to continue to the next stage by pressing the escape key. In this case the screen will switch to the overview. Your craft will be identified by a flashing white dot. You must guide your craft to the target which is identified by a white outline of a plane.

## Taking More Planes Out

The advantages to taking more planes out is that if you lose one you will not have to come back to get another plane from the space station. One will appear at the beginning of the sequence at which you were destroyed. If you wish to bring additional aircraft out of the station, press the 'ESC' key and follow the same procedure as before.

You may switch back and forth between the station and the overview screen at any time by pressing the 'ESC' key (when in the station, your altitude must be zero).

## Strategy Tip

Once the launch silos are destroyed (explained in the next two scenarios) all remaining aircraft will go back inside the station. Each time you attack a new city and destroy the launch site, you will have to go back inside the hanger. Because of this, take out only the number of aircraft you believe will be required to destroy one launch site. This will save time and allow you a better chance to destroy the site before the missiles hit U.S. targets.

## Sequence 3 – Attack Run

Now that you are in Soviet airspace, you begin your attack run on Soviet launch sites, you must first make a run through enemy territory to reach the missile silos. To avoid Soviet radar, your craft will have to fly at a very low level, and this allows soviet ground defence a chance to shoot you down. Various defence weapons will appear as you travel. Each of these are worth points. Beware of Soviet heat seeking missiles, fly as low as you can to the ground to avoid them, or be fast on the fire button to hit them before they hit you.

ATTACK CONTROLS – the controls for this scene are similar to those of a real jet aircraft. Move left to bank left and right to bank right, up or forward to dive and down to climb. (Some people find it helpful when playing this scene to face the right as if they were actually sitting in the cockpit.) On level one you are prevented from crashing into the ground but not on levels two or three.

After the run through enemy territory is completed, prepare to destroy the launch silos.

## Sequence 4 – The Missile Silos

Once you reach the missile silos, check the control panel to see how much time before the missiles hit the U.S.

In this scene there is one main control silo surrounded by four launch silos. Control of your aircraft is the same as the attack run.

Each silo has a small window which you must fire a rocket through in order to destroy it. When you are properly lined up at the target, your aircraft will turn purple.

As you attempt to line up on a target, the silo defence system will fire at you. You can avoid the enemy rockets by moving left or right or by moving up or down. The elevation of the enemy rocket is set at the same elevation of your aircraft at the time of firing.

The centre silo is the control silo. The nuclear missiles launched are controlled from this point.

When this silo is destroyed the missiles can no longer be controlled and cannot be detonated. This silo can be destroyed first if time is running out, but when it is hit the attack will stop and you will switch back to the computer overview. The silos located on the side of the control silo are worth high points. In addition, when you destroy one of these silos, you will be awarded an extra aircraft (you may have a maximum of nine aircraft). If you destroy all of the silos in the scene, extra points will be added to your score.

As you attempt to destroy the silos, enemy aircraft will enter from left and right to try to shoot you down.

**Note:**
Pay close attention to the "Time To Impact" heading on the control panel. If time is running out, you may want to attack the main control silo first. However, because each silo is worth an extra plane and a considerable amount of points, destroying all of the silos will greatly enhance your score.

**Sequence 5 – The Soviet Defence Centre**
You will not be allowed to attack the Soviet defence centre in Moscow until you have destroyed each of the three perimeter launch sites at Leningrad, Minsk and Saratov. After the last perimeter site is destroyed, you will make a final attack run into the city of Moscow. Your mission is to blow up the defence centre. If you are successful, you will set Soviet military strength back ten years!

The scene opens with a U.S. Commando in a trench behind a stone wall in front of the defence centre. To control movement from side to side move left and right. Moving up and down with either the joystick or the keyboard controls the elevation of the rocket launcher on the shoulder. Once a target is lined up, press the fire button.

TARGETS – Soldiers are located on the walls on both sides of the defence centre. These soldiers will fire at you, so it is imperative not to stay in the same position for very long in the trench.

Secondary targets include all of the towers on the buildings, these can be destroyed to increase your score.

Other targets are the doors located directly ahead of you. One of these doors is the entrance into the reactor room (*the next scene*). While the other doors will turn red when hit, this door turns white. The door is randomly selected and will be different each time.

Enemy tanks will come out of side doors and try to stop you again, if you stay in one position for too long you're likely to get blasted.

**Entering the Reactor**
Once all the soldiers are eliminated, the tank destroyed, and the door opened you will progress to the next scene. Remember, however, that all the towers on the building can be destroyed for additional points.

Once a soldier is shot off the wall, he will be replaced after a certain amount of time. Keep this in mind when you are playing because you will not be able to progress to the next scene until the white door is exposed and there are no men or tanks in the scene.

**Sequence 6 – Inside the Reactor Room**
Now you have penetrated inside the Soviet defence centre and are inside the nuclear reactor chamber, which is the power source of the facility.

**Description of the Scene**

A maintenance robot will travel from side to side injecting coolant into the cells to keep the reactor temperature stable. If the cooling process is interupted the reactor will overheat and become unstable. The system will gradually reach critical mass and explode.

Your objective is to sabotage this operation by neutralising the maintenance robot.

The robot has defence capabilities and will be able to sense your presence inside the facility. He will begin automatically firing at you. In addition he is invulnerable to frontal attack. The robot does have an achilles heel. If the robot is hit from behind, the control circuits can be damaged and it can eventually be destroyed.

Because the robot maintenance area cannot be penetrated, your weapon is a small disc grenade. To hit the robot from behind, your disc must be bounced off the rear wall of the facility.

To help you get the proper angle you also have a laser beam guidance system. This appears as a small black dot on the back wall. To adjust the guidance system move up or forward to move right and back to move the target left.

To move your commando move left or right. When your commando and target are properly lined up fire to release the disc.

You have only a certain number of discs and men. You can retrieve your discs by catching them before they pass you. Each time a disc hits the robot that disc is lost. You are awarded an extra disc when a robot is destroyed. To catch a disc, you must move your man directly in front of a disc as it comes towards you. Each robot will require four hits from behind to destroy it. More than one robot will need to be destroyed to accomplish your mission. The number of robots which must be destroyed is as follows:-

| | |
|---|---|
| LEVEL 1 | 2 ROBOTS |
| LEVEL 2 | 4 ROBOTS |
| LEVEL 3 | 5 ROBOTS |

In addition, each time you hit the robot, it moves faster and becomes more aggressive. The number of men you have in this scene will be determined by how successful you have been throughout the game. Once you are out of men, the game is over. If you run out of discs, and you still have men left, you will have to go back outside to the previous scene and battle back inside in order to have more discs.

In some cases, you may want to sacrifice a man in order to save a disc. If the disc is still on the screen when a man is lost, the disc will be saved.

After the next to last robot is destroyed, the final robot offers up big problem. This last robot is so aggravated by your presence that he neglects the reactor, which is already unstable. This will cause the reactor to go critical. On the right edge of the screen is a time that will show the amount of time to ETCM (estimated time to critical mass). At critical mass the reactor will explode taking the defence centre with it. Whether you escape alive or not will be determined at this point. If you destroy the robot with enough time left to make it to your plane you will survive. If not, you will notify your family.

**Scene 7 – The Final Chapter**
This scene will let you know if your mission is entirely successful. If you escape you will be awarded considerable bonus points.

**Abort Feature**
To cancel the game and return to the title screen, press the ENTER or RETURN key on the keyboard.